The Wayback Machine - https://web.archive.org/web/20050204042428/http://www.peppersoup.net:80/tamasquare/genjintchi.php

Tamagotchi Square

translated v-pet instructions!

Thanks to Val of Tinkerville for sending in these instructions!

1. Before you raise a Genjin-chi

1. Remove battery tab
2. Press reset button
3. Set the time
Once you have set the time, the "Fossil" screen will return.
***If you do not set the time, the opening will not start**
***Until the opening starts, you will only be able to use the clock and reset functions.**
4.Opening
In about 5 minutes, the "Genjintchi" title will appear and the DNA-chi will arrive.

2. Once DNA-chi has been born

When DNA-chi beeps and calls for you, use the appropriate care mark to give him what he needs. To find out what he wants, look at the checkmeter.

3. Explanation of the icons

Checkmeter

The checkmeter tells you the following:
Days passed.....how many days it has been since Genjin-chi was born.
Weight.....Genjin-chi's weight in kilograms
Hunger.....How full Genjin-chi is. There are a total of 4 hearts.
Happiness.....how happy Genjin-chi is. When Genjin-chi's happiness decreases, play the Happiness UP game or give him snacks to raise it.
Evolution.....Lets you know what Genjin-chi's evolution level is. When Genjin-chi starts making pottery, praise him and his evolution level will increase.

Feeding

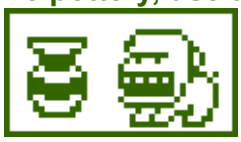
You can feed Genjin-chi either a meal (top option) or snack (lower option).

Happiness UP game

Select this icon to play the "Fossil Search" game. Use the A button to move the arrow over the hole where you think a fossil is. Press the B button while the arrow is over that hole. If a fossil appears, you win, but if it doesn't appear, you lose. If you can find a fossil 3 or more times out of 5, you get 1 point. IF you find fossils all 5 times, you get 2 points (for each point, one happiness heart is filled). Press the C button to stop playing.

Flush
When Genjin-chi leaves a mess, use this icon to flush the screen. (If you don't clean up after genjin-chi, he will get sick)

Praise
When genjin-chi makes some pottery, use this icon to give him praise.



Treatment
When the skull mark appears, it is a sign that Genjin-chi is sick. With the treatment icon highlighted, press the B button until the skull mark disappears.

Light
Use this icon to turn the lights on and off. When Genjin-chi goes to sleep, turn the lights off for him (when Genjin-chi is sleeping, you can only use the Light and Checkmeter icons)

Call Sign
When Genjin-chi wants something from you, this icon will light up. While it is lit, attend to his needs.

4. Tips on Raising Genjin-chi
To get from fossil to DNA-chi to the evolved Genjin-chi, you have to carefully monitor its needs and give it the correct care.
When DNA-chi evolves, it will become able to create pottery. When that happens, give it praise and the character's Evolution level will increase.
If you give lots of care and attention, you will be able to see the progress of Genjin-chi's evolution.
**it is possible, with bad care, for Genjin-chi to regress.

5. Ending
When the time for Genjin-chi's journey nears, his Call Sign will be highlighted and he will beep to let you know that he's ready to leave. At this point, you will not be able to use any of the icons around the screen. Finally, Genjin-chi will get into his rocket and journey into space and the End" symbol [this is the Kanji for "kan" meaning 'complete' or 'end'] will appear on the screen. At this time, you can press the C button to see the final stats for Genjin-chi. Press C again and the 'End' screen will return.